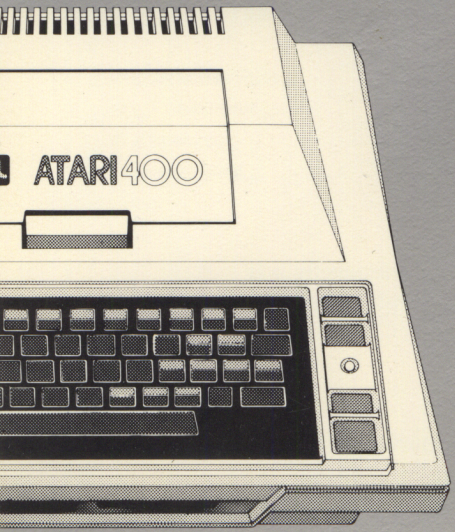
# THE SALESPERSON'S GUIDE TO THE ATARI 400™ HOME COMPUTER SYSTEM




ATARI®

# The ATARI® 400™ Home Computer System

## Pocket Reference Guide

System Overview: The Basic Computer™ and Accessories

Starter Kits

- The Entertainer™
- The Educator™
- The Programmer™
- The Communicator™

Cassette Program Loading Instructions

Program Summaries

Product Comparisons and Common Questions

Diagrams: How to set up the ATARI 400 Home Computer with . . .
The ATARI 410™ Program Recorder
The ATARI 820™ 40-Column Printer
The Communicator Kit

Appendix: ERROR Messages, Customer Service Numbers, Product Warranty

ATARI INC.
© 1982. Rev. 3

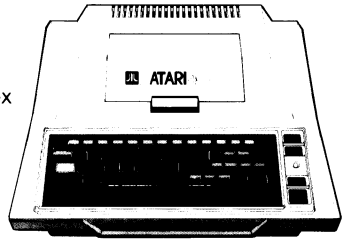
This section introduces the ATARI 400 Home Computer System. The Basic Computer™, what comes with it, and the accessories which may be purchased separately are described here.

# System Overview

# The ATARI 400 Home Computer Products

The ATARI 400 Home Computer products consist of . . .

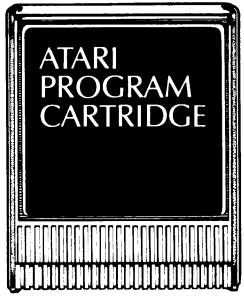
**1** The Basic Computer™
Including
Power Adapter, Switchbox
& Owner's Guide




**2** The computer programs, or SOFTWARE . . .

Computer programs for the ATARI 400 Computer come in 2 forms:

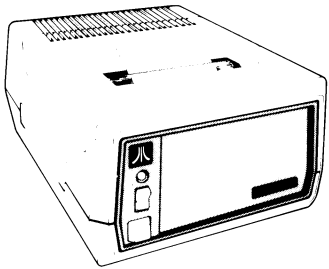
A) In Cartridges, which are inserted directly into The Basic Computer.

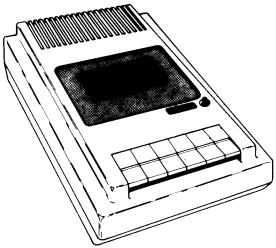



B) On Cassette Tapes. The ATARI 410™ Program Recorder is required to use these programs.

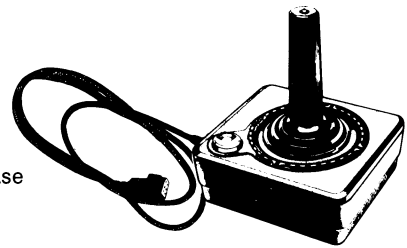
**3** The many accessories which can be connected to The Basic Computer in order to . . .

print out information





store programs



defend your starbase

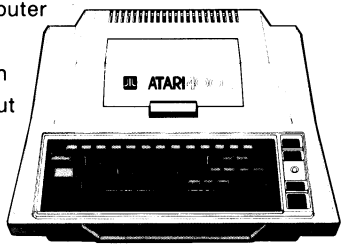
transfer information over the telephone

These accessories, and others, make up the HARDWARE of the system.

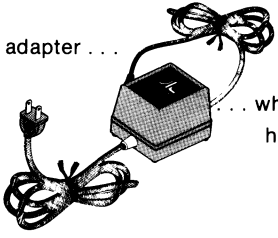
# The Basic Computer™

When customers buy The Basic Computer, they receive . . .

1. The ATARI 400 Home Computer with 16K (RAM) memory. (This means there is enough memory space to enter about 16,000 characters of information, or use a pre-written program that requires 16K (or less) RAM.

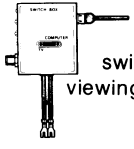



2. A power adapter . . .



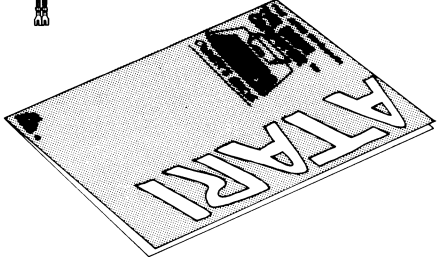
. . . which plugs into an ordinary household outlet

3. A switchbox . . .



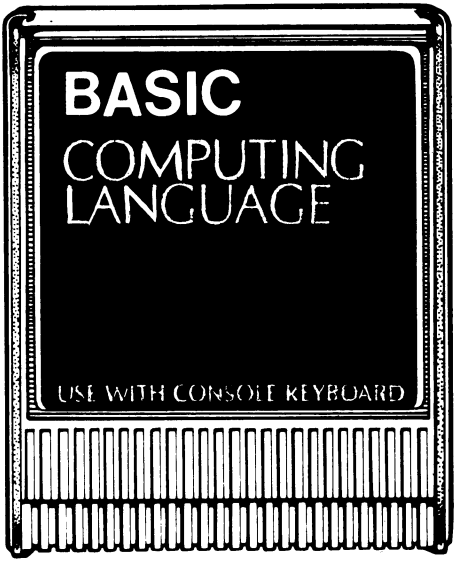
. . .which connects to the back of the T.V. set and allows switching between normal T.V. viewing and computer operation

4. An owner's guide



To use the ATARI 400 Computer and its accessories, the customer almost always needs to purchase an additional cartridge.

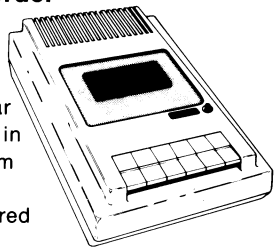
BASIC is a computer language in a cartridge which can be purchased individually or with The Programmer kit.




More about ATARI BASIC and other cartridges will be explained later.

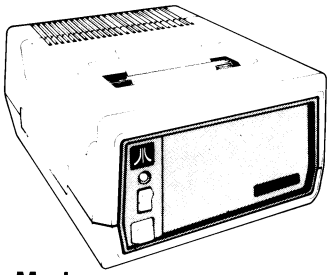
## Accessories

### 1. ATARI 410™ Program Recorder



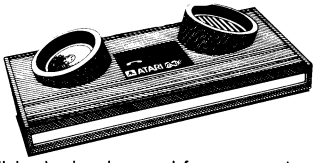
This cassette recorder is specially designed for use with ATARI Home Computers; a regular cassette recorder cannot be used in its place. The ATARI 410 Program Recorder is included with The Educator™ kit, and is required to use cassette-based programs. It can also be used to save programs that you write yourself.

### 2. ATARI 820™ Printer



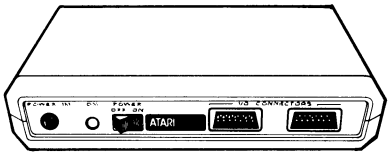
This is a 40-column printer which can be used to list programs and print out information from the ATARI 400 Computer.

### 3. ATARI 830™ Acoustic Modem



This device is used for computer-telephone communications; this is referred to as telecommunications. By using this modem, the ATARI 850™ Interface Module and the TeleLink™ 1 Cartridge, the ATARI 400 Computer can communicate with other computers and information networks over the telephone. The modem, interface module and cartridge are all included in The Communicator kit.

## 4. ATARI 850™ Interface Module

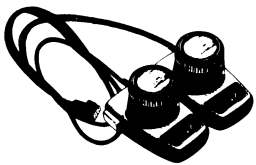



The ATARI 850 Interface Module is a necessary accessory when you want to use the ATARI 400 Computer and the ATARI 830 Acoustic Modem for telecommunications. It can also be used by computer hobbyists for connecting The Basic Computer to a variety of other accessories. It is included in The Communicator kit.

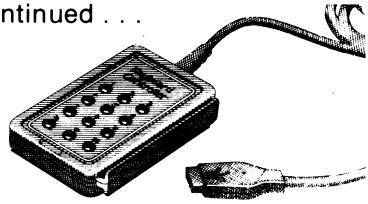
## 5. Joystick Controllers

Joysticks are used for a variety of games and other applications. They are the same as the ones that come with the ATARI Video Computer System™. Many people learn to write their own ATARI BASIC programs that use a Joystick. It is a very useful tool anytime you need to move an object on the T.V. screen up, down, right or left.

## 6. Paddle Controllers

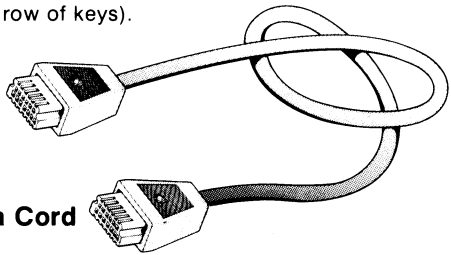


Paddle Controllers are used with the Super Breakout® game, and are the same as the Paddle Controllers sold with the ATARI Video Computer System. Some people also learn to write ATARI BASIC programs that use a Paddle Controller for such things as playing a scale of musical notes or moving an object on the T.V. screen.



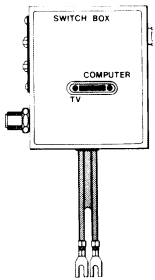
## 7. Keyboard Controllers

These controllers may be used by advanced programmers to enter large amounts of numbers. They are for those people who find it easier to type numbers on a calculator type keypad rather than on the computer (which, like a typewriter, has the numbers on the top row of keys).



## 8. ATARI I/O Data Cord

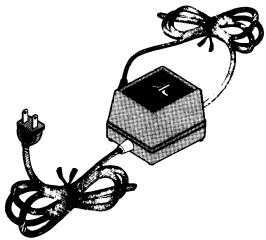
This comes with the ATARI 820 Printer and the ATARI 850 Interface Module, and is used to connect these devices to the ATARI 400 Computer. The cable may also be purchased separately.



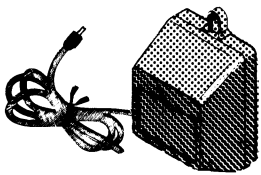

## 9. T.V. Switchbox

This comes with The Basic Computer. It attaches to the back of the T.V. set (at the VHF antenna input) and allows switching between regular T.V. viewing and computer operation.

## 10. Power Adapter
(Part # CA014748)

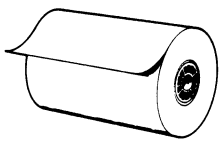


This adapter is included with The Basic Computer as well as the ATARI 850 Interface Module (and other accessories which require it). It converts ordinary household current to that used by these devices.



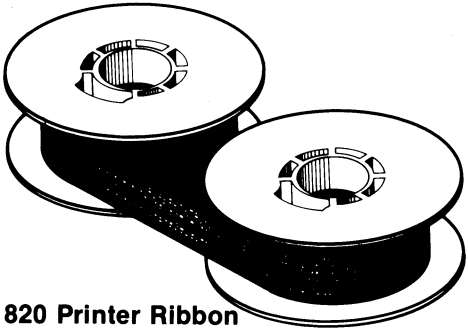
## 11. ATARI 830 Acoustic Modem Power Adapter
(Part #CA016751-01)

This adapter comes with the ATARI 830 Acoustic Modem; it converts ordinary household current to that used by the modem. It is **not** the same as the one used with the ATARI 400 Computer and the ATARI 850 Interface Module.



## 12. ATARI 820 Printer Paper (Roll Paper)

One roll of this is included with the ATARI 820 Printer. This paper is different from the kind of paper used on the other ATARI printers.



## 13. ATARI 820 Printer Ribbon

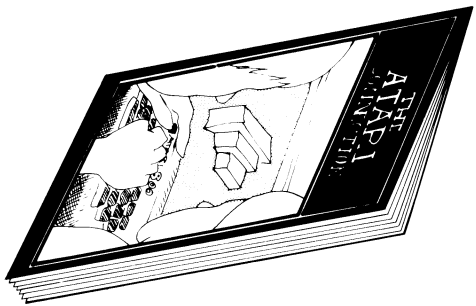
This ribbon comes with the ATARI 820 Printer. It is **not** the same as the ribbon used on the ATARI 825™ 80 Column Printer; the ATARI 822™ Thermal Printer does not use any ribbon.

## 14. ATARI BASIC, A Self-Teaching Guide

This is an introductory manual used by people who are just starting to learn ATARI BASIC programming.

## 15. **ATARI BASIC** Reference Manual

This is designed for people who are becoming familiar with ATARI BASIC and want to know how to get the most out of their ATARI Computer when programming in BASIC.




## 16. THE ATARI CONNECTION™

This is a quarterly magazine for computer users. The magazine contains information about new ATARI software and hardware, and various articles of interest to home computer owners. Each person who buys an ATARI Home Computer receives one free issue when they send in their warranty card.

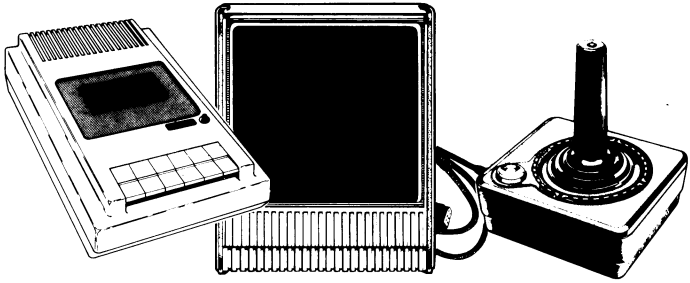
The following pages describe the 4 kits which ATARI provides for The Basic Computer.

The Entertainer
The Educator
The Programmer
and
The Communicator

These help make your customer's selections easier and more economical.

## STARTER KITS

Software packages and additional accessories may be purchased individually . . .



. . .Or they may be purchased (at a savings to the customer) as part of one of 4 "Starter Kits":

The Entertainer™
- 2 Joystick Controllers
- 2 Game Cartridges
  (such as Star Raiders™ and Missile Command™)

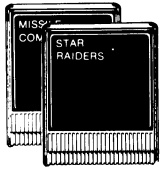
The Educator™
- 1 ATARI BASIC Cartridge
- 1 ATARI 410 Program Recorder
- 1 States & Capitals Cassette Program

The Programmer™
- 1 ATARI BASIC Cartridge
- 1 ATARI BASIC Reference Manual
- 1 ATARI BASIC Self-Teaching Guide

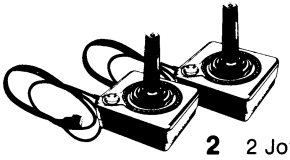
The Communicator™
- 1 ATARI 850 Interface Module
- 1 ATARI 830 Acoustic Modem
- 1 TeleLink™ 1 Cartridge
- Plus Free Introductions to 3 Computer Information Services

## The Entertainer™

The Entertainer kit comes with . . .




**1** 2 Game Cartridges

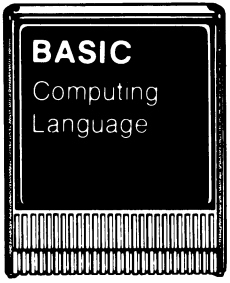


AND

**2** 2 Joystick Controllers

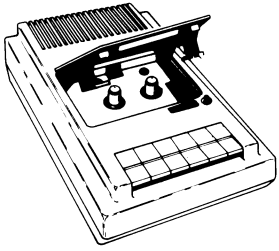
## The Educator™

The Educator kit includes the items necessary to use the wide variety of educational programs available from ATARI. It includes . .




**1** ATARI BASIC Cartridge

**2** States & Capitals



**3** ATARI 410 Program Recorder

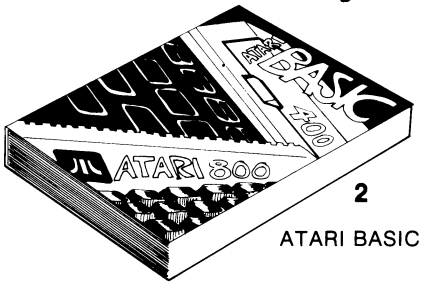
## The Programmer™

The Programmer kit includes the software and instructional material necessary to write your own programs in BASIC, the most popular language for home computers.

This kit comes with . . .

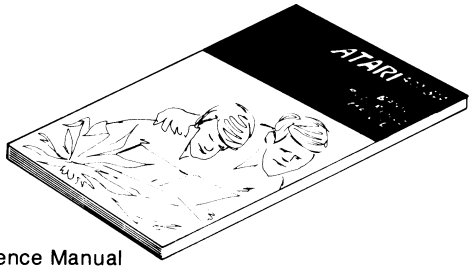
**1**

ATARI BASIC Cartridge




**2**

ATARI BASIC Self-Teaching Guide




**3**

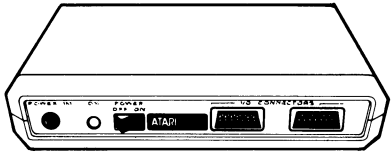
ATARI BASIC Reference Manual

The ATARI 400 Home Computer can also be programmed in PILOT, an easy-to-use educational language, and the more difficult assembly language. These two computer languages also come in cartridge form for easy loading into the computer.

## The Communicator™

The Communicator includes all the equipment needed to access stock quotes, news, games and electronic mail from computer information services. The only additional item you have to supply is an ordinary telephone and an account with one of the computer information services.

The kit comes with . . .




**1** ATARI 850 Interface Module

**2** ATARI 830 Acoustic Modem

**3** TeleLink 1 Cartridge

Plus . . .

You get 1 FREE HOUR OF CONNECT TIME to each of the following computer information services:

COMPUSERVE INFORMATION SERVICE*
DOW JONES INFORMATION SERVICES**
THE SOURCE, AMERICA'S INFORMATION UTILITY***

* CompuServe Information Service is a registered trademark of CompuServe, Inc., an H & R Block Co.

** Dow Jones Information Services and the name Dow Jones are trademarks of Dow Jones & Company, Inc.

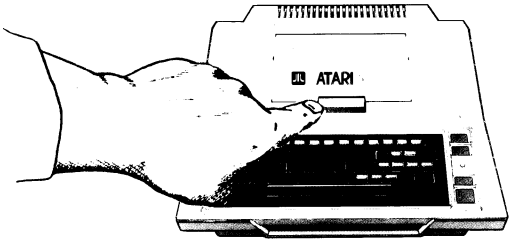
*** THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of The Reader's Digest Association, Inc.

Almost all ATARI programs sold on cassettes are loaded into the computer the same way. This section outlines the proper loading steps. Also included are instructions for loading the cassette tape version of Space Invaders.

## Cassette Program Loading Instructions

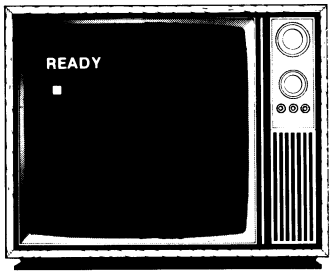
## Loading BASIC Programs from Cassettes

1. Open the cartridge door of the ATARI 400 Home Computer by pressing down on the cartridge door release panel . . .

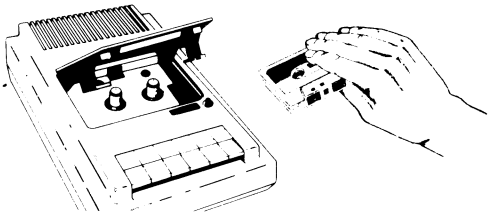



2. Gently but firmly insert an ATARI BASIC cartridge into the cartridge slot and turn the computer ON.

The T.V. screen should look like this.

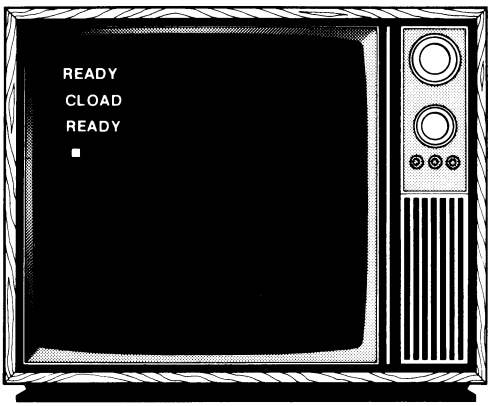



3. Now place the cassette tape into the ATARI 410 Program Recorder. (The title of the program you want to load should be facing up with the tape facing you.)



4. Press down REWIND on the program recorder to make sure the tape is fully rewound.
5. Now press down PLAY on the program recorder.
6. Type the letters CLOAD on the computer **and press the RETURN key TWICE.**

Wait patiently for the sound of a 2000 lb. canary chirping. (Be sure your T.V. volume is turned up.) Eventually another READY will appear on the T.V. screen.




7. Type RUN and press the RETURN key.

   Now wait for the program to be loaded into the computer. (Most ATARI cassette programs take 2 or 3 minutes to load, some may take 5 or 6 minutes.

   If you get any ERROR messages (eg. 138 or 143) press SYSTEM RESET on the computer, go back to Step 4 and try again.

If you still don't succeed, make sure you have properly connected the ATARI 410 Program Recorder to the computer or consult your ATARI 410 Program Recorder Owner's Guide for instructions.

## Using the Cassette Tape Version of Space Invaders*

1. Remove any cartridge from the cartridge slot in the ATARI 400 Computer and turn the computer OFF.
2. Place the Space Invaders cassette tape into the ATARI 410 Program Recorder.
3. Press down REWIND on the program recorder to make sure the tape is fully rewound.
4. Press down PLAY on the program recorder.
5. While holding down the START key, turn the computer ON. (You should hear a "beep").
6. Now take your finger off the START key **and press the RETURN key.**
   (This program takes just about 2 minutes to load into the computer.)
7. Press START to begin the game.

* Indicates trademark of Taito America Corporation

This section gives you a brief description of each program so you can tell your customers about them and explain what is needed to use each one with The Basic Computer.

**ATARI 400™ Home Computer Program Summaries**

This is a list of some of the most popular . . .

Programs for the ATARI 400 Home Computer System
(In Alphabetical Order)

Programs on the following pages are presented in this order:

An Invitation to Programming™ 1: Fundamentals of Programming
An Invitation to Programming™ 2: Writing Programs One and Two
An Invitation to Programming™ 3: Introduction to Sound and Graphics
Assembler Editor
Asteroids™
ATARI BASIC
Basketball
Biorhythm
Blackjack
Computer Chess
Conversational French
Conversational German
Conversational Italian
Conversational Spanish
Energy Czar™
European Countries & Capitals
Graph It™
Hangman
Kingdom™
Missile Command™
Mortgage & Loan Analysis*
Music Composer™
ATARI PILOT (With "Turtle" Graphics)
SCRAM™ (A Nuclear Power Plant Simulation)
Space Invaders**
Star Raiders™
States & Capitals
Statistics I
Super Breakout®
TeleLink™ 1
3-D Tic-Tac-Toe
Touch Typing
Video Easel™

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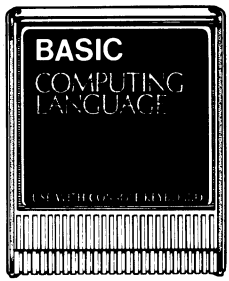
## An Invitation to Programming™ 1: Fundamentals of Programming

Program Form: 1 Cassette

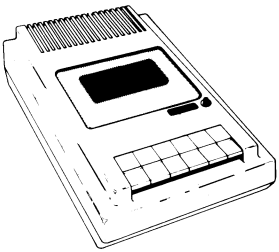
Summary:

This program consists of 6 lessons that introduce you to the capabilities of ATARI Home Computers and the fundamentals of programming in ATARI BASIC. The main topics covered on this self-teaching cassette are: introductions to the ATARI Computer keyboard, PRINT statements, math calculations, color graphics and sound. A recorded voice asks questions, then waits for your response and indicates when you are correct.

What you need to use it . . .




ATARI BASIC Cartridge

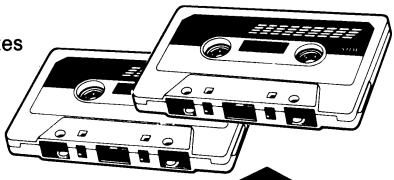


ATARI 410 Program Recorder

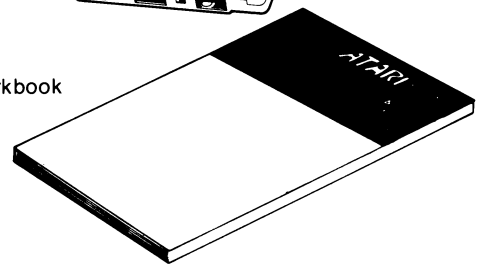
**To run this program see**
**Cassette loading instructions**

# An Invitation to Programming™ 2: Writing Programs One and Two

Program Form: 2 Cassettes



Also Included: 1 Workbook

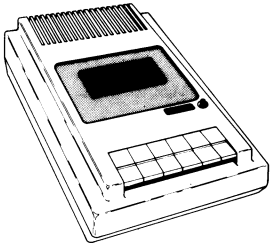



Summary:

These are the cassettes that teach you how to write your own programs in BASIC, the most popular home computer language. After completing the lessons on these 2 cassettes, you will have been introduced to FOR-NEXT loops, subroutines, PEEK and POKE, and many more instructions used in ATARI BASIC.

What you need to use it . . .

ATARI BASIC Cartridge

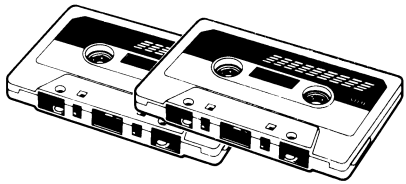


ATARI 410 Program Recorder

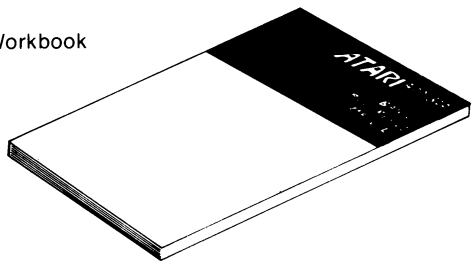
**To run this program see**
**Cassette loading instructions**

## An Invitation to Programming™ 3: Introduction to Sound and Graphics

Program Form: 2 Cassettes



Also Included: 1 Workbook

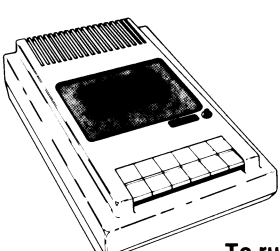



Summary:

These 2 cassettes concentrate on the unique sound and graphics features of ATARI Home Computers. The "Introduction to Sound" cassette teaches you how to write simple songs in ATARI BASIC; it covers elementary music theory and the commands needed to program the desired pitch, purity and loudness levels. The "Introduction to Graphics" cassette explains color registers, graphics characters, SETCOLOR and POSITION statements, and the different graphics modes.

What you need to use it . . .

ATARI BASIC Cartridge

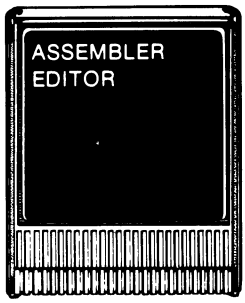


ATARI 410 Program Recorder

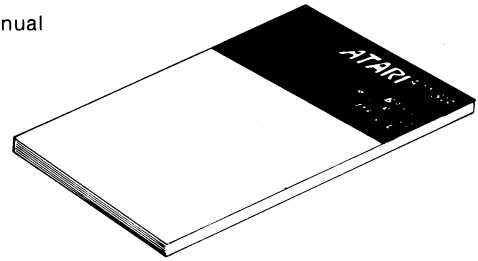
**To run this program see**
**Cassette loading instructions**

# Assembler Editor

Program Form: 1 Cartridge




Also Included: 1 Manual



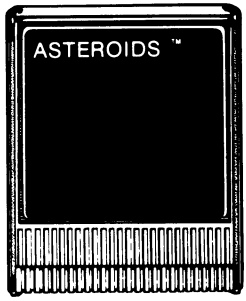

Summary:

The Assembler Editor cartridge allows you to write your own programs in assembly language, a language that is fast, but more difficult to understand than BASIC.

Note: This package (cartridge & manual) assumes you have read an introductory book on assembly language, and that you are already familiar with the screen editing and CONTROL features of the ATARI Home Computers. Beginners should be warned that assembly language programming is difficult to master.

No additional accessories required

## Asteroids™



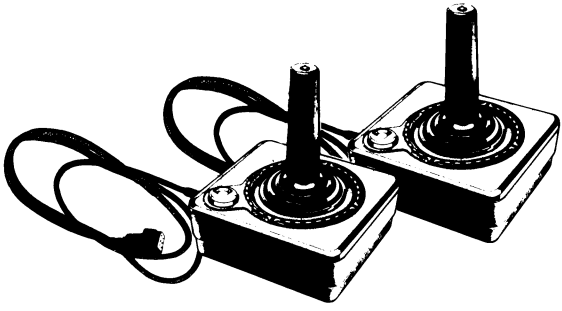

Program Form: 1 Cartridge

Summary:

This is the computer version of the very popular ATARI Asteroids game found in arcades.

Use the photon cannon to defend your spacecraft against enemy asteroids. They get smaller, swifter and more dangerous all the time! Move your spacecraft around with the Joystick Controller: right or left to point it, and forward for forward thrust. Fire an unlimited supply of ammunition by pressing the red button. If you want to shield your spaceship from asteroid attack, pull back on the Joystick. Press SELECT to choose one of the 18 different game and player-number options. Press START to begin the game.

What you need to use it . . .

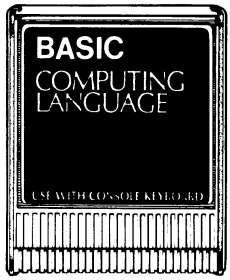


Joysticks

(1 - 4, depending on the number of players)

# ATARI BASIC

Program Form: 1 Cartridge

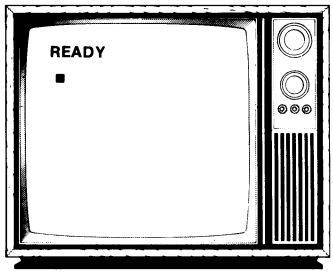



Summary:

B.A.S.I.C. stands for Beginner's All-Purpose Symbolic Instruction Code. It is one of the easiest computing languages to learn and is available on most computers. ATARI BASIC takes advantage of the many features of the ATARI Home Computers such as color and graphics, sound synthesis, and the use of special controllers. The BASIC cartridge is needed to run any programs written in ATARI BASIC.

Although no additional accessories are required, most people will want to purchase the ATARI 410 Program Recorder to save their programs on cassette, or the ATARI 820 40-Column Printer to keep a record of their programs on paper.

## 3 SAMPLE BASIC PROGRAMS




Firmly insert the BASIC cartridge, and be sure the T.V. screen looks like this.

Note: This Ø stands for the number zero on the top row of the keyboard, not the letter O.

**"The Old Name Program"**

Put the customers name here.

1Ø PRINT "HELLO MR. SMITH" RETURN
2Ø GOTO 1Ø RETURN

RUN RETURN

**"Color & Sound"**

1Ø FOR Z =1 TO 255 RETURN
2Ø POKE 71Ø,Z RETURN
3Ø SOUND Ø,Z,1Ø,1Ø RETURN
4Ø NEXT Z RETURN
5Ø RUN RETURN
RUN RETURN

**"The Adding Program"**

If the program line is too long for the T.V. screen, just keep typing anyway, the computer will automatically drop down to the next line.

1Ø PRINT "TYPE YOUR FIRST NUMBER THEN
PRESS THE RETURN KEY" RETURN
2Ø INPUT A RETURN
3Ø PRINT "TYPE YOUR SECOND NUMBER AND
PRESS THE RETURN KEY" RETURN
4Ø INPUT B RETURN
5Ø PRINT "THE SUM OF YOUR TWO NUMBERS
= ";A+B RETURN
6Ø PRINT RETURN
7Ø RUN RETURN
RUN RETURN

## IMPORTANT NOTES:

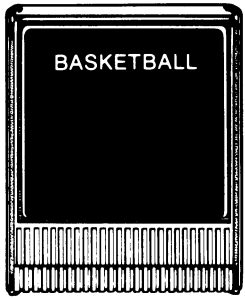
Remember to **press the RETURN key** after each line in your program.

Press the BREAK key or the SYSTEM RESET key to stop your program.

Type NEW **and press the RETURN key** to erase one program before writing another.

# Basketball

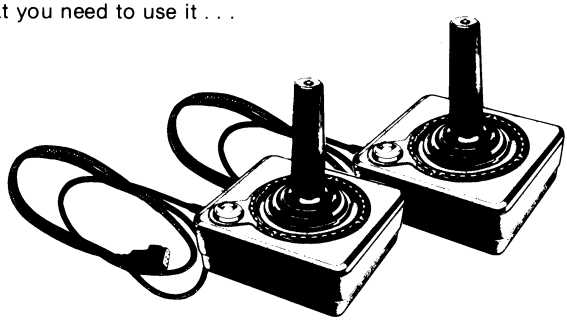
Program Form: 1 Cartridge




Summary:

There are 5 game variations in this cartridge. Choose the one you want by pushing the SELECT key. Each involves different numbers of players. The players on the screen dribble the ball automatically, while you aim the ball by pressing the red button on the Joystick and shoot by releasing it. Game #1 is you against a player controlled by the computer. Game #2 involves you and a partner against 2 computer players. Game #3 places 2 players against a team of 1 player and 1 computer player. Game #4 involves 4 players, and Game #5 has 2 players. There are no computer players in either Game #4 or #5. Press START to begin the game.

What you need to use it . . .



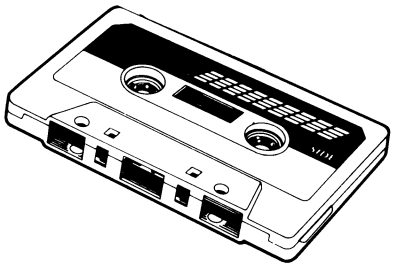
Joysticks

(1 - 4, depending on number of players)

Game #1 uses Controller Jack #1
Game #2 uses Jacks #1 and #2
Game #3 uses Jacks #1, #2 and #3
Game #4 uses Jacks #1, #2, #3 and #4
Game #5 uses Jacks #2 and #3

# Biorhythm

Program Form: 1 Cassette

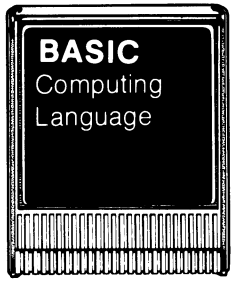


Summary:

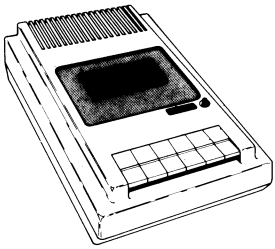
This cassette program will plot a biorhythm chart for you on the television screen, or on paper using the ATARI 820 Printer. Using your birthdate, the computer calculates your physical, emotional and intellectual high, low, and critical days for any time period within one year.

Note: Since scientific proof of the accuracy of biorhythm predictions has not been demonstrated, this program is not intended to be used as the final word in determining your well-being.

What you need to use it . . .




ATARI BASIC Cartridge



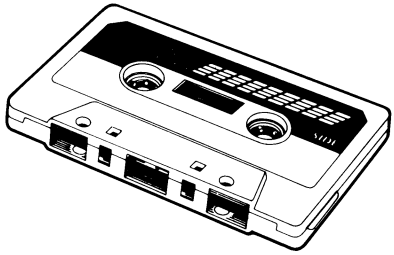
ATARI 410 Program Recorder

a Birthdate **"06/05/52"**

**To run this program see**
**Cassette loading instructions**

# Blackjack

Program Form: 1 Cassette



Summary:

With this version of the casino game, the computer is the dealer. You place your bet and then decide whether to stand, draw another card, or double down in an effort to reach 21. The computer (dealer) will always hit on 16 and stay on 17.

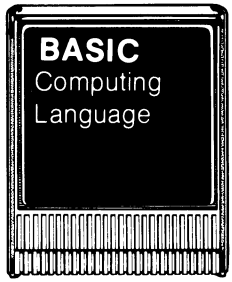
Press START to begin a new game.

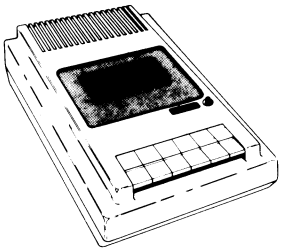
To place your bet, type in a number (Don't use a $) **and press the** RETURN **key.**

To draw another card, type Y RETURN
To stand, type N RETURN
To double down, type D RETURN

What you need to use it . . .

ATARI BASIC Cartridge



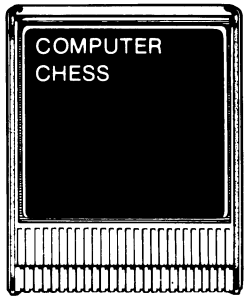



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

## Computer Chess

Program Form: 1 Cartridge

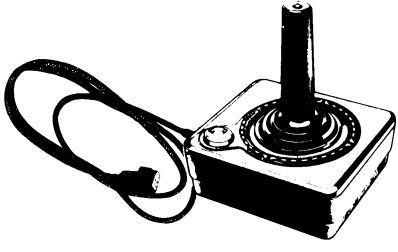



Summary:

It's you against the computer in Computer Chess. Moves are made with a Joystick . . .push the red button to signal which piece you want to move, and push the button again to complete the move. Eight different skill levels may be selected by pressing the SELECT key; the skill level may be changed anytime during the game. Skill levels 1 through 7 get progressively more difficult. Level 8, however, is the easiest level. Press START to begin the game. (When you begin, your color is white and the computer's is black. To change colors, push the OPTION key.)

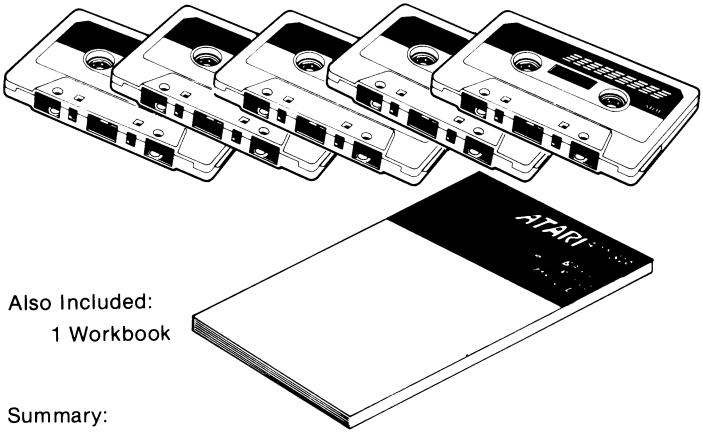
What you need to use it . . .

1 Joystick



**Conversational French**
**Conversational German**
**Conversational Italian**
**Conversational Spanish**

Program Form: 5 Cassettes



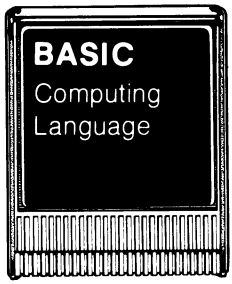

Also Included:
1 Workbook

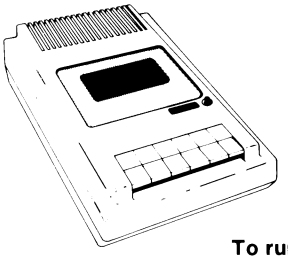
Summary:

Each of these program packages includes a workbook and 5 program cassettes that provide written and oral language lessons. Phrases and descriptive color pictures are displayed on the television screen while an instructor's voice pronounces each phrase correctly. You may stop the lesson at certain points to practice, and then continue when you're ready.

What you need to use it . . .

ATARI BASIC Cartridge



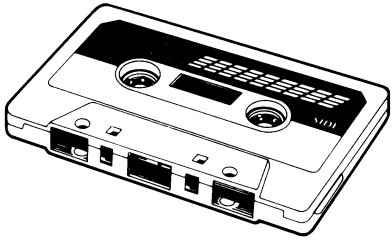



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

## Energy Czar™

Program Form: 1 Cassette



Summary:

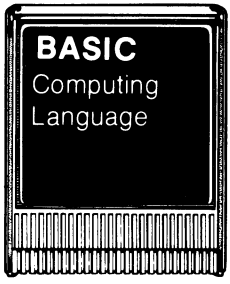
Energy Czar is an educational simulation of a country's energy situation. You have unlimited power to regulate eight different energy resources - coal, oil, natural gas, uranium, hydro-electric power, solar power, wind power, and biomass. You can promote or restrict supplies, ration them, raise or lower taxes on them, regulate prices, and tighten or loosen governmental controls. Your decisions determine the welfare of the economy and whether or not the public thinks you are doing a good job. For a short simulation, try regulating prices. . .

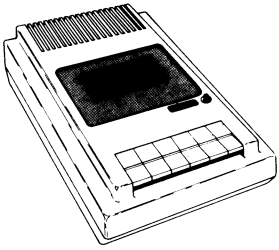
Press A to choose a "Pro Fossil" bias
Press P to prepare to regulate PRICES
Press F and then N O W to FREEZE PRICES on NATURAL GAS, OIL and WIND.
Press M to return to the MENU
Press E to ENACT LEGISLATION

Note: Do not press the RETURN key after typing in the letters.

What you need to use it . . .

ATARI BASIC Cartridge



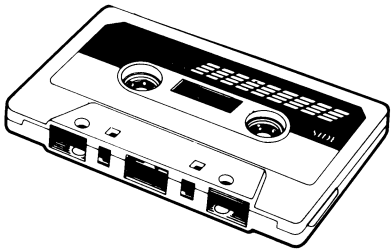



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

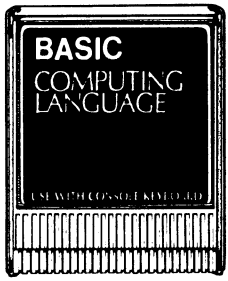
# European Countries & Capitals

Program Form: 1 Cassette

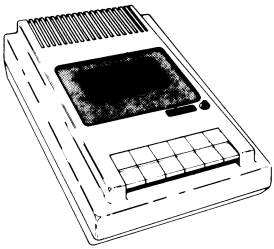


Summary:

This educational program is designed to teach the geography of Europe. The computer randomly selects a country and outlines it against the map of Europe. It is your job to guess the country and its capital. The game proceeds until all of the countries and capitals have been covered. Remember to press the **RETURN** key after each guess.




ATARI BASIC Cartridge



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

# Graph It™

Program Form: 2 Cassettes

Summary:

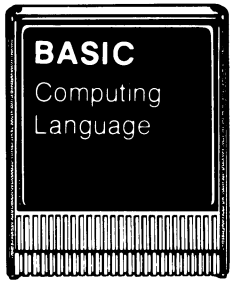
Graph It may be used to create bar charts, pie graphs, two and three dimensional graphs, and polar plots on the television screen. The Joystick Controller may be used to locate X, Y, and slope values of two and three dimensional graphs.

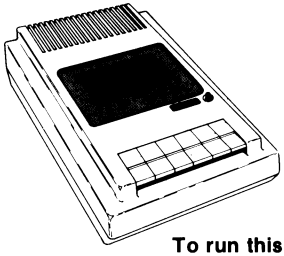
For a sample pie graph of sports . . .

Load the "Bar Charts/Pie Graphs" program.
Type P and press the RETURN key.
Type FAVORITE SPORTS RETURN
To name 3 pie slices, type . . .
JOG RETURN
SWM RETURN
SKI RETURN
Now press the START key.
To create values for each pie slice, type . . .
150 RETURN
80 RETURN
35 RETURN
For a subtitle, type CLUB MEMBERS RETURN
This program automatically calculates percentages.

What you need to use it . . .

ATARI BASIC Cartridge



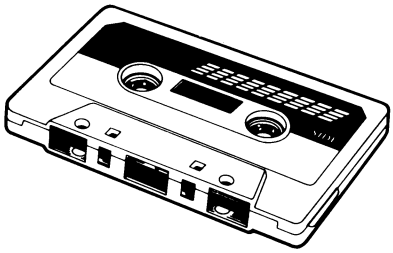
ATARI 410 Program Recorder

1 Joystick (Optional)

**To run this program see**
**Cassette loading instructions**

# Hangman

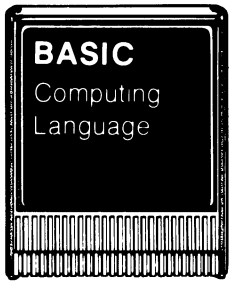
Program Form: 1 Cassette



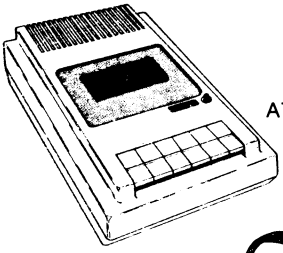
Summary:

This is a computer version of the word game Hangman; the computer picks a word and you try to guess it one letter at a time. The alphabet is displayed at the top of the screen. Make your guesses either by moving the marker on top of the desired letter with the Joystick, or by typing the letter on the keyboard. There are 3 levels of difficulty, selected by pressing the OPTION key. Press START to begin.

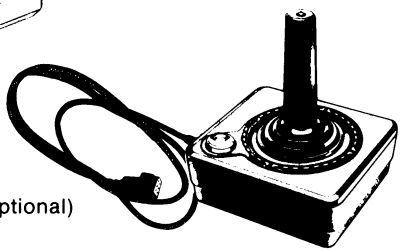
What you need to use it . . .




ATARI BASIC Cartridge



ATARI 410 Program Recorder

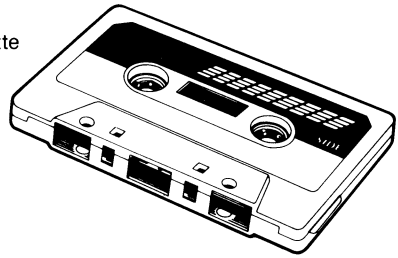


1 Joystick (Optional)

**To run this program see**
**Cassette loading instructions**

## Kingdom™

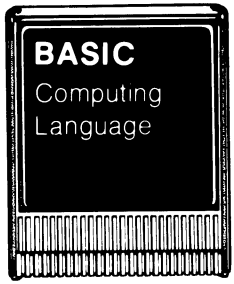
Program Form: 1 Cassette



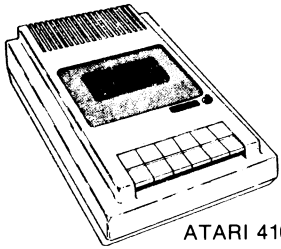
Summary:

This program, which helps teach mathematical skills, involves a small agricultural city. At the start of the game, the city has 1000 acres of land, 100 people, and 3000 bushels of grain in storage. It is your job to successfully manage this kingdom for 10 years. If you are successful (you provide enough food for your people), you are allowed to retain your kingdom for another term.

What you need to use it . . .




ATARI BASIC Cartridge



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

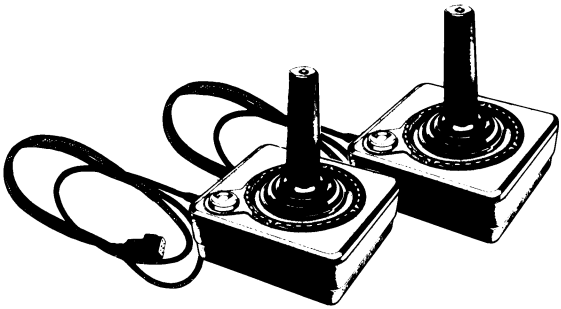
# Missile Command™

Program Form: 1 Cartridge

Summary:

Defend six major cities from attack using your missile bases. After each battle with the enemy missiles and satellites, your points are totalled based upon how many cities you've protected and how many missiles you have remaining. Successive battles increase in difficulty until all cities have been destroyed. Use the Joystick Controller to move the marker to the selected target area, and press the red button to mark the target and launch the defense missiles. Press SELECT to choose between 1 and 2 player games. Press START to begin the game.

What you need to use it . . .

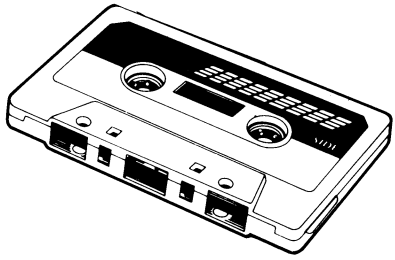


Joysticks

(1 - 2, depending on the number of players)

## Mortgage & Loan Analysis*

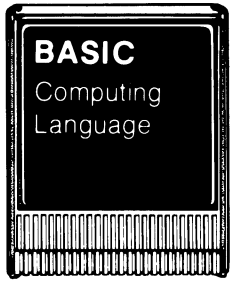
Program Form: 1 Cassette



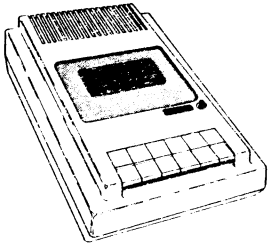
Summary:

The Mortgage & Loan Analysis program allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest. For example: If you wanted to buy a house for $79,000.00 and you had $18,000.00 for a down payment, this program could tell you what your monthly payments would be on a 30 year mortgage, at various interest rates.

What you need to use it . . .




ATARI BASIC Cartridge



ATARI 410 Program Recorder

* A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980

**To run this program see**
**Cassette loading instructions**

# Music Composer™

Program Form: 1 Cartridge

Summary:

This program is both educational and entertaining. The musical staff is displayed on the T.V. screen, and notes covering 3 octaves, rests, key signatures, etc. may be entered measure by measure. Once the music is entered, you can arrange the phrases to suit your ear; they can be played separately or together; the volume can be adjusted for each of 4 voices; and the tempo can be changed. As many as 4 notes may sound at the same time and any **one** of 4 voices may be displayed on the television screen as the music is playing. The ATARI 410 Program Recorder may be used to save your songs.

To enter 4 notes once the cartridge is in and the computer is on:

Type E and press the RETURN key.
Type P and press the RETURN key.
Type 1 and press the RETURN key (for phrase #1).
Type Y and press the RETURN key.

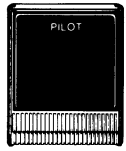
The musical staff should now be on the T.V. screen, so you're ready to enter the notes . . .

Type C4Q and press the RETURN key.
Type EE and press the RETURN key.
Type GE and press the RETURN key.
Type CH and press the RETURN key.
Now press SYSTEM RESET ,
TypeL and press the RETURN key.

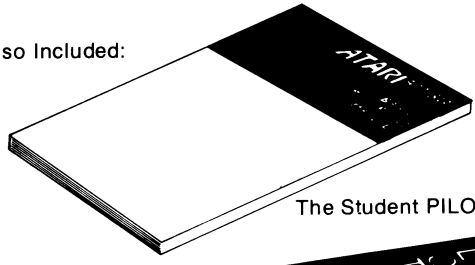
No additional accessories necessary.

# PILOT
## (With "Turtle" Graphics)

Program Form: 1 Cartridge

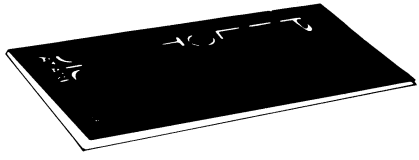



Also Included:




The Student PILOT Reference Guide

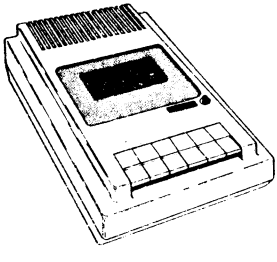
and a Reference Card



Summary:

PILOT (Programmed Inquiry, Learning Or Teaching) is an easy-to-use and easy-to-learn programming language. It was designed for teachers to use for programs with a lot of interaction between their students and the computer. It is especially good for introducing computer programs to children. ATARI PILOT features a powerful set of simple commands for drawing colorful designs and pictures on the television screen ("turtle" graphics), musical sound generation for up to 4 voices, and for using the ATARI 410 Program Recorder.

No additional accessories necessary.

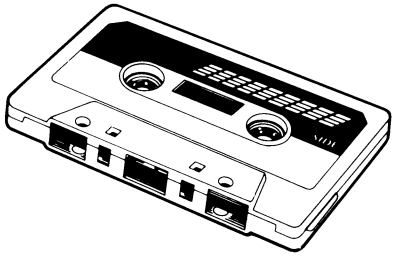


An ATARI 410 Program Recorder is, however, a useful accessory for saving and loading programs written in ATARI PILOT.

# SCRAM™

## (A Nuclear Power Plant Simulation)

Program Form: 1 Cassette

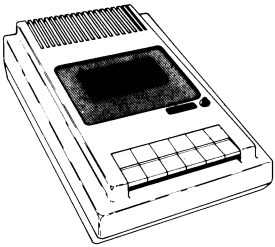


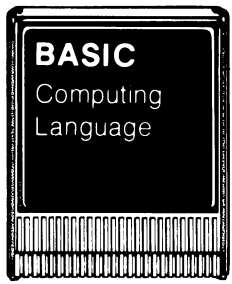
Summary:

This program is both a game and an educational simulation. The first part of the program creates a nuclear power station on the T.V. screen and allows you to study the operation of the plant. You can even experiment with "meltdowns" . . .Use the Joystick Controller to move the cursor to the Reactor Cooling System pumps marked "4". Now hold down the red button and pull the stick toward you (down) until a "0" appears. The cooling system pumps are now all turned OFF, and when the temperature reaches 5000° a meltdown will occur. **To rebuild the plant press START.** The SCRAM game is the second part of the program. This is where you get to test your skill at operating a successful nuclear power plant in the midst of such emergency situations as earthquakes. Should you send in more workers? Fewer workers? Shut down the reactor? It's up to you!

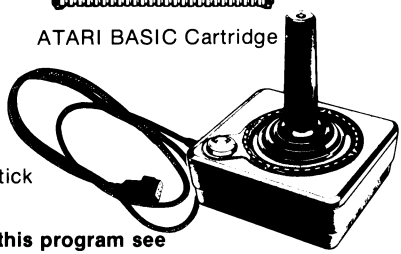
What you need to use it . . .

ATARI 410 Program Recorder






ATARI BASIC Cartridge

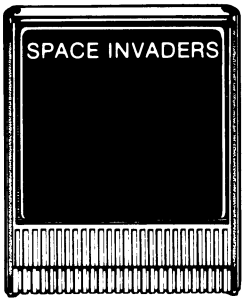


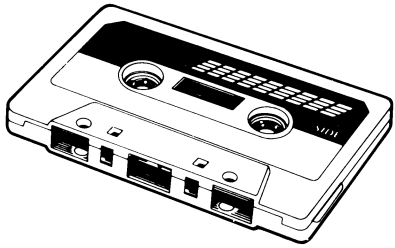
1 Joystick

**To run this program see**
**Cassette loading instructions**

## Space Invaders*

Program Form: 1 Cassette



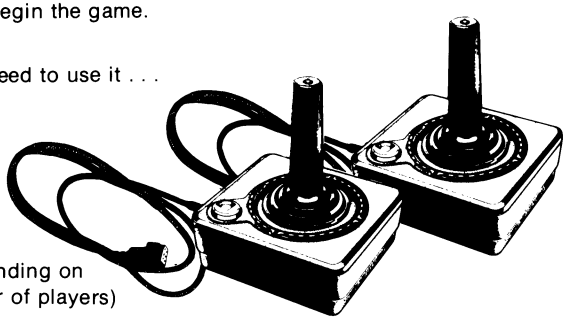



or 1 Cartridge
(New version
- no program recorder required)

Summary:

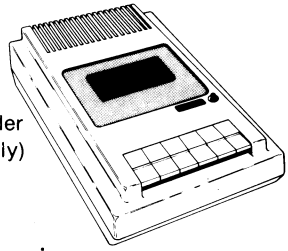
The object of this game is to protect the lunar surface, and yourself, from the alien space invaders. Points are scored each time an invader is hit. Use the Joystick to dodge the invaders' attack; fire at them by pressing the red button. The game may be played with 1 or 2 players (SELECT controls this) and there are 12 different levels of game difficulty, which you choose by pressing OPTION. Press START to begin the game.

What you need to use it . . .



Joysticks

(1 - 2, depending on
the number of players)



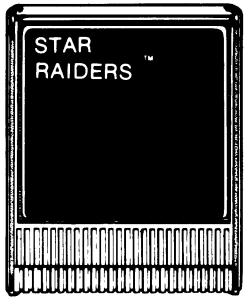
ATARI 410 Program Recorder
(required for tape version only)

* Trademark of Taito America Corporation

**To run the cassette version see**
**Cassette loading instructions**

# Star Raiders™

Program Form: 1 Cartridge

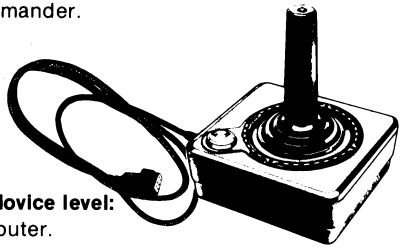



Summary:

The playfield is the entire galaxy. Your mission is to defend the ATARIAN Federation against enemy Zylons. Success, once again, depends upon your Joystick expertise and your skillful keyboard action. Your final rating is determined by your overall accomplishments in space; such things as steady hyperwarping and smooth docking on friendly star bases determine whether you will be named a Star Commander or a lowly Galactic Cook. SELECT allows you to choose between 4 levels of difficulty . . . Novice, Pilot, Warrior or Commander.

What you need to use it . . .

1 Joystick



**To start your mission at the Novice level:**

1. Press START on the computer.
2. Type S to put your Shields on.
3. Type C to engage the attack Computer.
4. Type G to display the Galactic chart.
5. Pick out an enemy formation using the Joystick. (This . . . . . .is where a friendly starbase is located.
6. Now, without moving the Joystick, type F (Forward view) and H (Hyperwarp).
7. Once you see the "Red Alert", type 6 (This is your speed.)
8. When you see the enemy start firing! (Press the red button on the Joystick.)
9. This is only the beginning of what you can do with this great game.

# States & Capitals

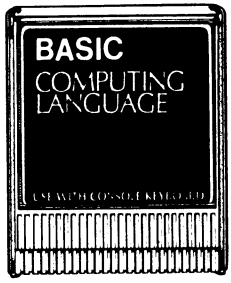
Program Form: 1 Cassette

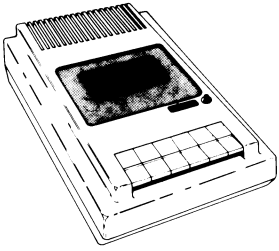
Summary:

States & Capitals is an educational program which teaches the geography of the United States. The computer randomly selects a state, outlines it against the map of the U.S., and then asks you to guess the name of the state and its capital. Your score is based on the number of correct answers. Remember to press the **RETURN** key after each guess.

What you need to use it . . .

ATARI BASIC Cartridge



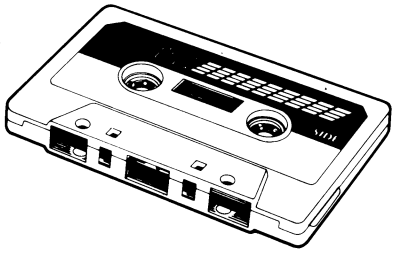



ATARI 410 Program Recorder

**To run this program see**
**Cassette loading instructions**

# Statistics 1

Program Form: 1 Cassette

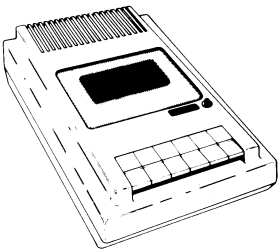


Summary:

This program determines general statistics from the data you enter into the computer. Mean, mode, median, standard deviation, variance, skewness, kurtosis and root mean squared are all calculated in a single process. Data changes may be made quickly and easily using the data editing feature. Your information may be saved on cassette for retrieval at a later time.

What you need to use it . . .

ATARI BASIC Cartridge



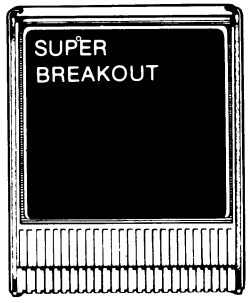
ATARI 410 Program Recorder

**To run this program see**

**Cassette loading instructions**

# Super Breakout™

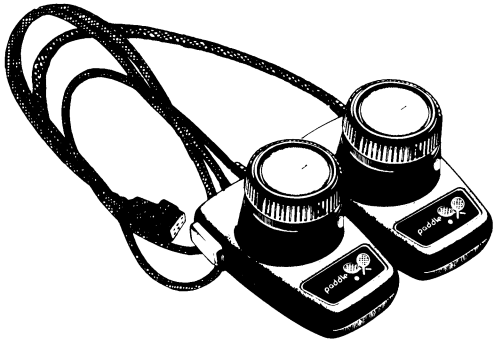
Program Form: 1 Cartridge




Summary:

Four different Super Breakout games, Progressive, Double, Cavity and Breakout, are chosen by pressing the SELECT key. In every game the object is to break through layers of bricks and knock out the wall. The OPTION key is used to select the number of players in each game; as many as eight may play at one time. Control the paddle on the screen by turning the dial on the Paddle Controller. Press the red button each time you want a ball to be served. For a 1 player game, plug a pair of Paddle Controllers into Jack #1 and use whichever controller turns the paddle on the screen. Press START to begin the game.

What you need to use it . . .

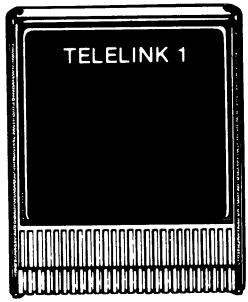


Paddle Controllers

(1 - 4 pairs, depending on the number of players)

# TeleLink™ 1

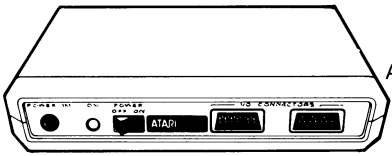
Program Form: 1 Cartridge



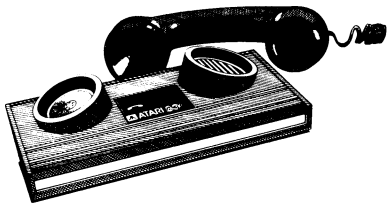

Summary:

This cartridge and the additional required pieces of hardware allow you to communicate with other computer systems and information networks using a standard telephone to send and retrieve data. Receive the latest stock market reports, see the most recent news stories, or send "electronic mail" to your business partner 1000 miles away. You can also get a printout of this information using the ATARI 820 Printer. TeleLink 1 includes one free hour of connect time with the COMPUSERVE INFORMATION SERVICE, the DOW JONES INFORMATION SERVICES and THE SOURCE, AMERICA'S INFORMATION UTILITY.

What you need to use it . . .




ATARI 850 Interface Module



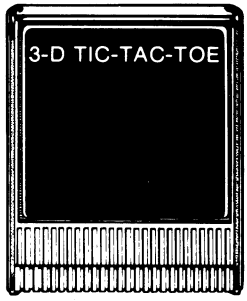
ATARI 830 Acoustic Modem

**TeleLink Technical Information:**

- Data transfer rate: 300 bits per second
-Full or half duplex
-Transfers ASCII characters

# 3-D Tic-Tac-Toe

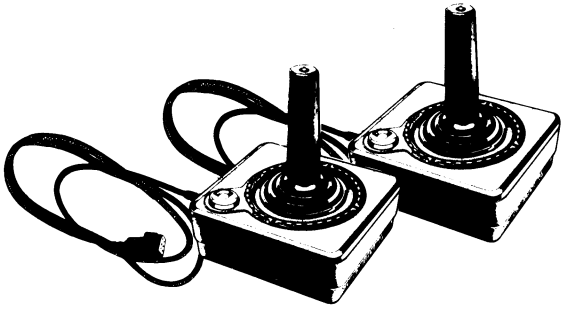
Program Form: 1 Cartridge




Summary:

This is a three dimensional computer version of the game Tic-Tac-Toe. The object of the game is to place 4 X's or 4 O's in one horizontal, vertical, or diagonal row, using one plane or all 4 planes. Moves are made with the Joystick, and an X or O is placed in a square by pushing the red controller button. You can play against the computer, or compete with another player. In the one-player game, there are eight different difficulty levels, which you can choose by pushing the SELECT key. Press START and you're ready to play against the computer.

What you need to use it . . .

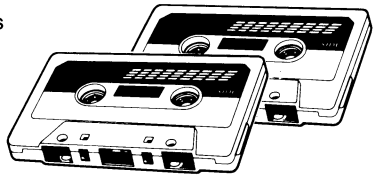


Joysticks

(1 - 2, depending on the number of players)

# Touch Typing

Program Form: 2 Cassettes

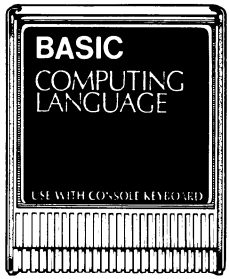


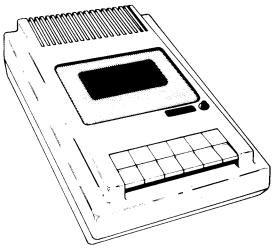
Summary:

Touch Typing is taught in three levels - beginning, intermediate and advanced. Cassette A contains the ATARI Touch Typing program. It supplies you with a variety of different materials for practice while the computer calculates words per minute, number of errors, and drills you on your weak points. You can even set different tempos to help increase your typing speed. Cassette B contains practice text to be used with the advanced level.

What you need to use it . . .

ATARI BASIC Cartridge



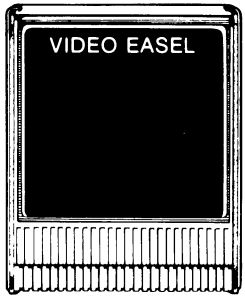
ATARI 410 Program Recorder

**To run this program see**

**Cassette loading instructions**

## Video Easel™

Program Form: 1 Cartridge

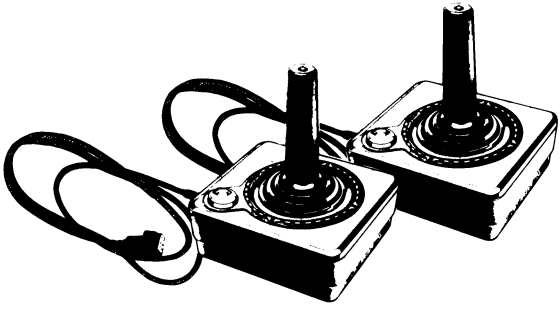



Summary:

You and the Joystick can create imaginative and colorful graphic designs on the television screen with this program. Options include Drawing, Quad Drawing, and Painting. Create a design and then let the computer take over and elaborate upon it. To do this . . .Plug a Joystick into Controller Jack #1. Now **type Q** and press the RETURN key. You're now ready for "quad drawing"; simply hold down the red button on the Joystick and move the stick around to create a design. If you would rather let the ATARI 400 Computer do the work, **type P** and press the RETURN key. There is also a game called Life on this program.

What you need to use it . . .

Joysticks



**Important Note: Two new games have been added.**

## Centipede™

Summary:

You must protect your garden from centipedes, spiders, fleas and scorpions in this fast-paced game. The Joystick controls your bug sprayer. When you are not being threatened by bugs, you must try to clear out the mushrooms that crowd the garden.

Press SELECT to choose between one or two player games. Press START to begin. To fire your "sprayer", press the Joystick FIRE button.

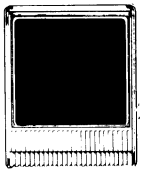
## PAC-MAN*

Summary:

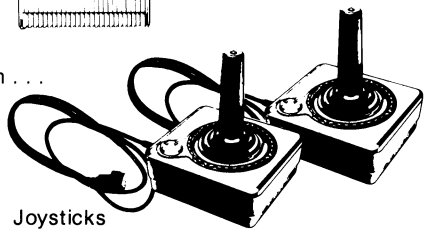
This is a great version of the famous arcade game. You must maneuver your PAC-MAN through a maze, eating all of the dots while avoiding the "ghosts". In each corner is a POWER PILL which gives you special strength for a few seconds; the ghosts turn blue and you eat them for extra points. Once you score a certain number of points, special objects (fruit, keys, bells, etc.) appear. Get these before they disappear, and receive even more points.

Special options allow fast or slow ghosts, and games for one or two people. Insert the PAC-MAN cartridge. Plug a Joystick into Controller Jack 1. Press START to begin game.

Program Form: Cartridge



What you need to use them . . .



Joysticks

(1-2, depending on the number of players)

* Trademark of Bally Midway Mfg. Co.,licensed by Namco-America Inc.

## Product Comparisons

The following pages contain tables and summaries which compare The ATARI 400 Computer to . . .

1. The Apple II Plus Computer
2. The Commodore VIC-20 Computer
3. The TRS-80 Color Computer
4. The Texas Instruments 99/4A Computer
5. The Mattel Intellivision Game (without keyboard)
6. The Mattel Intellivision (with keyboard)

All the information listed here is derived from company-supplied information available at the time of this printing.

# The ATARI 400 Computer vs The Apple II Plus Computer

| STANDARD FEATURES | ATARI 400 | APPLE II PLUS |
|---|---|---|
| Memory (RAM) | 16K | 16K |
| Maximum RAM | 16K | 48K* |
| Display | 40 characters across<br>24 characters down | 40 characters across<br>24 characters down |
| Highest resolution | 320 dots across<br>192 dots down | 280 dots across<br>192 dots down |
| Graphics Modes | 9 | 2 |
| Text Modes | 3 | 1 |
| Colors | 128 | 16 |
| Sound Registers (Voices) | 4 | 1 |
| Keys | 61 | 52 |
| Lower Case Letters | YES | NO |
| Cartridge Slots | 1 | 0 |
| Controller Jacks | 4 | 1 |
| Custom Chips | 3 | 0 |

* 64K with accessory card

## ATARI 400 Computer Strong Points

- The suggested retail price is less than that of the Apple II Plus Computer.
- Program cartridges make changing programs quick and easy. The power shuts off automatically for insertion and removal of program cartridges.
- There are 9 more keys than on the Apple II Plus, including special keys to make correcting mistakes, adding new information, etc. fast and easy.
- All internal components are protected from "curious" fingers. (Chips and other electronic components are exposed when the top cover is removed on the Apple II Plus.)
- The ATARI 400 connects to any COLOR or Black & White television without additional equipment.
- ATARI supports a wide variety of quality software direct from the factory.
- Three custom designed chips provide superior graphics and sound.
- The ATARI 400 Home Computer has 9 different graphics modes and 3 text modes.
- The ATARI 400 Home Computer offers eight times as many colors as the Apple II Plus.
- There are four different sound registers or voices on the ATARI 400 Computer; each is separately programmable with 256 notes in each.
- The ATARI 400 Computer has four controller jacks on the front. (There is only one on the Apple, located inside the computer.)
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders, and Star Raiders, are all available, in cartridge form.

## Apple II Plus Computer Strong Points

- Full-stroke keyboard
- Expandable to 48K RAM
- BASIC language is included
- There are currently more software titles available for the Apple II Plus Computer from independent (third party) companies.

# The ATARI 400 Computer vs The Commodore VIC-20 Computer

| STANDARD FEATURES | ATARI 400 | COMMODORE VIC-20 |
|---|---|---|
| Memory (RAM) | 16K | 5K |
| Maximum RAM | 16K | 32K |
| Display | 40 characters across<br>24 characters down | 22 characters across<br>23 characters down |
| Highest resolution | 320 dots across<br>192 dots down | 176 dots across<br>184 dots down |
| Graphics Modes | 9 | 1 |
| Text Modes | 3 | 1 |
| Colors | 128 | 16 |
| Sound Registers (Voices) | 4 | 4 |
| Keys | 61 | 66 |
| Lower Case Letters | YES | YES |
| Cartridge Slots | 1 | 1 |
| Controller Jacks | 4 | 1 |
| Custom Chips | 3 | 1 |

## ATARI 400 Computer Strong Points

- More than 3 times the standard memory for programming and games (upgrading the VIC to 16K involves substantial additional cost).
- Almost twice as many characters (letters, numbers, etc.) may be put on each line in the display.
- There is a full range of ATARI 400 Home Computer accessories and programs for sale now at low cost.
- There are many programs for the ATARI 400 Home Computer available from independent programmers.
- The power shuts off automatically when the top cover is opened to change program cartridges (power must be turned off by hand on the VIC)
- 4 controller jacks located on the front (only 1 on the VIC - on the side)
- Three custom designed chips provide superior graphics.
- The ATARI 400 Home Computer has 9 different graphics modes and 3 text modes.
- The ATARI 400 Home Computer offers eight times as many colors.
- 256 musical tones per voice (128 on the VIC)
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders, and Star Raiders, are all available, in cartridge form.

## Commodore VIC-20 Computer Strong Points

- Full-stroke keyboard
- Expandable to 32K RAM
- BASIC language is included

# The ATARI 400 Computer vs The TRS-80 Color Computer

| STANDARD FEATURES | ATARI 400 | TRS-80 COLOR |
|---|---|---|
| Memory (RAM) | 16K | 16K |
| Maximum RAM | 16K | 32K |
| Display | 40 characters across<br>24 characters down | 32 characters across<br>16 characters down |
| Highest resolution | 320 dots across<br>192 dots down | 64 dots across<br>32 dots down |
| Graphics Modes | 9 | 1 |
| Text Modes | 3 | 1 |
| Colors | 128 | 8 |
| Sound Registers (Voices) | 4 | 1 |
| Keys | 61 | 53 |
| Lower Case Letters | YES | NO |
| Cartridge Slots | 1 | 1 |
| Controller Jacks | 4 | 2 |
| Custom Chips | 3 | 0 |

## ATARI 400 Computer Strong Points

- All ATARI 400 software may also be used on the ATARI 800 Computer (TRS-80 Model I, II, and III programs DO NOT WORK with the TRS-80 Color Computer; only specially written programs may be used.)
- Forty characters are displayed across each line.
- There are 8 more keys than on the TRS-80 Color Computer, including special keys like INSERT and DELETE, to make correcting mistakes, adding new information, etc. fast and easy.
- Letters can be typed as both UPPER CASE and lower case.
- Three custom designed chips provide superior graphics and sound.
- The ATARI 400 Home Computer has 9 different graphics modes and 3 text modes.
- Detailed graphic displays can be created with the ATARI 400 Computer because of its high resolution.
- 128 different colors are available (TRS-80 has only 8).
- Four voices, with 256 different tones in each, provide great music and sound effects. The TRS-80 Color Computer has only one voice, with only 32 tones.
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders, and Star Raiders, are all available, in cartridge form.

## TRS-80 Color Computer Strong Points

- Full-stroke keyboard
- Expandable to 32K RAM

## The ATARI 400 Computer vs
## The T.I. 99/4A Computer

| STANDARD FEATURES | ATARI 400 | T.I. 99/4A |
|---|---|---|
| Memory (RAM) | 16K | 16K |
| Maximum RAM | 16K | 52K |
| Display | 40 characters across<br>24 characters down | 32 characters across<br>24 characters down |
| Highest resolution | 320 dots across<br>192 dots down | 256 dots across<br>192 dots down |
| Graphics Modes | 9 | 2 |
| Text Modes | 3 | 2 |
| Colors | 128 | 16 |
| Sound Registers (Voices) | 4 | 3 |
| Keys | 61 | 48 |
| Lower Case Letters | YES | YES |
| Cartridge Slots | 1 | 1 |
| Controller Jacks | 4 | 1 |
| Custom Chips | 3 | 1 |

## ATARI 400 Computer Strong Points

- The suggested retail price is less than that of the T.I. 99/4A Computer.
- There is a full range of ATARI 400 Home Computer accessories and programs for sale now at low cost.
- There are many programs for the ATARI 400 Home Computer available from independent programmers.
- The system has remained basically the same since its introduction, and the products have a proven track record.
- PILOT, the educational computer language with "turtle" graphics is available for the ATARI 400 Computer at low cost, in cartridge form. (LOGO is available for the T.I. 99/4A, but costs much more than ATARI PILOT, and it can only be used if the T.I. 99/4A is expanded to 48K, another additional cost.)
- There are 13 more keys than on the T.I. 99/4A, including special keys to make correcting mistakes, adding new information, etc. fast and easy.
- Forty characters are displayed across each line.
- The power shuts off automatically for insertion and removal of program cartridges.
- Three custom designed chips provide superior graphics.
- The ATARI 400 Home Computer has 9 different graphics modes and 3 text modes.
- The ATARI 400 Home Computer offers eight times as many colors.
- High quality graphics and sounds are produced with a few simple commands.
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders, and Star Raiders, are all available, in cartridge form.

## Texas Instruments T.I. 99/4A Computer Strong Points

- Full-stroke keyboard
- Expandable to 52K RAM
- BASIC language is included

## ATARI 400 vs MATTEL INTELLIVISION Game without keyboard

| STANDARD FEATURES | ATARI 400 | INTELLIVISION |
|---|---|---|
| User-Programmable | YES | NO |
| Maximum Programmable Memory | 16K | NONE |
| Display | 40 characters across<br>24 characters down | Not Applicable-No Keyboard |
| Highest resolution | 320 dots across<br>192 dots down | 160 dots across<br>192 dots down |
| Graphics Modes | 9 | 1 |
| Text Modes | 3 | 0 |
| Colors | 128 | 16 |
| Sound Registers (Voices) | 4 | 3 |
| Keys | 61 | 0 |
| Lower Case Letters | YES | NO |
| Cartridge Slots | 1 | 1 |
| Controller Jacks | 4 | 2 controllers built-in |
| Custom Chips | 3 | 0 |

## ATARI 400 Computer Strong Points

- The ATARI 400 is a user programmable home computer; Intellivision is a non-programmable game computer.
- The ATARI 400 has a 61-key keyboard to provide user input for programming, education, personal finance, game control and many other applications.
- There is a wide variety of ATARI 400 Home Computer accessories and programs, including great games, for sale now at low cost. These are available from ATARI as well as from independent programmers.
- The ATARI 400 can be used with a program recorder, printers, voice synthesizers, and many other peripheral devices.
- Three custom designed chips provide superior graphics and sound.
- Almost all ATARI Computer games give you the option of playing against the computer. Many Intellivision games require two people. In addition, some ATARI games allow up to eight players versus two players on Intellivision.
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders and Star Raiders, are all available in cartridge form.

## Mattel Intellivision Strong Points

- Intellivision has 2 multi-function game controllers attached to it, each with a built-in keypad for number entry.

# ATARI 400 vs MATTEL INTELLIVISION
## With Keyboard

**Note:** As of this printing (July 1982) this Intellivision model has not been introduced nationally.

| STANDARD FEATURES | ATARI 400 | INTELLIVISION |
|---|---|---|
| Programmable Memory (RAM) | 16K | 16K |
| Maximum Programmable Memory | 16K | See note below |
| Display | 40 characters across<br>24 characters down | 39 characters across<br>24 characters down |
| Highest resolution | 320 dots across<br>192 dots down | 160 dots across<br>192 dots down |
| Graphics Modes | 9 | 1 |
| Text Modes | 3 | 1 |
| Colors | 128 | 16 |
| Sound Registers (Voices) | 4 | 3 |
| Keys | 61 | 60 |
| Lower Case Letters | YES | YES |
| Cartridge Slots | 1 | 1 |
| Controller Jacks | 4 | 2 controllers built-in |
| Custom Chips | 3 | 0 |

INTELLIVISION NOTE: As of this printing, the manufacturer has not specified the method or availability of equipment to expand this unit beyond 16K.

## ATARI 400 Computer Strong Points

- There is a full range of ATARI 400 Home Computer accessories and programs for sale now, at low cost, from ATARI as well as from independent programmers.
- The ATARI 400 Computer has been on the market longer than Intellivision and has remained basically the same since its introduction. There are many more programs available for the ATARI 400 Computer, each with a proven track record of consumer acceptance.
- The ATARI 400 is a single unit; Intellivision is two units, one inside the other. (The ATARI 400 Computer is much smaller and weighs much less.)
- The ATARI 400 Computer can be programmed in BASIC, PILOT, Assembly, and other languages; Intellivision uses only BASIC.
- Three custom designed chips provide superior graphics and sound.
- The ATARI 400 Computer retails for much less than Mattel Intellivision.
- Programs may be stopped on the ATARI 400 and the screen erased without erasing the program.
- Program statements may be up to 120 charcters long. Intellivision program lines may be only 39 characters; this is a limitation when programming in BASIC.
- INSERT, DELETE, and screen editing keys make correcting mistakes, adding new information, etc., fast and easy.
- The ATARI 400 Home Computer has 9 different graphics modes and 3 text modes; offers 8 times as many colors as Intellivision; and twice the resolution, for superior graphic displays.
- The power shuts off automatically when inserting or removing program cartridges.
- Asteroids, Centipede, Missile Command, PAC-MAN, Space Invaders, and Star Raiders, are all available, in cartridge form.

## Mattel Intellivision Strong Points

- Full-stroke keyboard
- Built-in cassette deck

## Common Questions From New Computer Buyers

### ARE ALL COMPUTER PROGRAMS ALIKE?

1. **Q.** Can I use programs written for other computers on the ATARI 400?
   **A.** Not usually; most software is unique to the computer for which it was developed. Some simple programs, however, will work on almost any computer.

2. **Q.** So programs have to be made by ATARI or they won't work on the ATARI 400 Computer?
   **A.** Not quite; many independent companies now write software which works on ATARI computers. (ATARI, however, cannot guarantee software produced independently.)

### USING CASSETTE PROGRAM RECORDERS

3. **Q.** I already have a cassette recorder, can I use it instead of the ATARI 410 Program Recorder?
   **A.** No. The ATARI 410 Program Recorder is a special cassette recorder which was designed to help you get the most out of your computer.

### HOW IS THE ATARI 400 COMPUTER DIFFERENT FROM THE ATARI VIDEO COMPUTER SYSTEM™?

4. **Q.** I already have an ATARI Video Game (Video Computer System), are the Joysticks and Paddle Controllers the same?
   **A.** Yes, they're totally interchangeable.

5. **Q.** What about the ATARI Video Game cartridges, are they interchangeable?
   **A.** No. The ATARI 400 Computer and the ATARI Video Computer System work differently and their cartridges are not interchangeable.

### LEARNING TO USE THE COMPUTER

6. **Q.** If I get The Programmer kit, can I apply what I learn on the ATARI 400 Computer to other computers at work or in school?
   **A.** Yes. About 90% of the BASIC language is the same regardless of which computer you're using.

7. **Q.** How hard is it to learn to use the ATARI 400 Computer?
   **A.** It's easy to learn how to use prewritten programs. If they want to learn BASIC, most people who study a little can pick up the key concepts pretty easily.

## Common Questions . . . Continued

## WHAT CAN COMPUTERS DO?

**8.** **Q.** How can I learn BASIC programming?
**A.** The Programmer kit contains two manuals to help you learn BASIC. In addition, ATARI has designed "An Invitation to Programming 1, 2 & 3" cassette programs which teach you while you are using the computer.

**9.** **Q.** Will the ATARI 400 Computer help me . . .
do my taxes?
balance my budget?
keep my records?
draw blueprints?
make investment decisions?
etc.

This is a bit tougher than some of the other questions because you don't want to mislead the customer into thinking that the computer can do everything simply and easily, but, on the other hand, you don't want to underplay the computer's capabilities.

A good general answer goes something like this:
**A.** Yes, with the right software. Computers will only do what they're told to do, and you might be able to find or write a program to suit your individual needs. The ATARI 400 Computer cannot run large business programs, however.

## THE ATARI 400 COMPUTER vs THE ATARI 800 COMPUTER

**10.** **Q.** What is the difference between the ATARI 400 Computer and the ATARI 800 Computer?
**A.** The ATARI 800 Computer is a higher priced system which is more flexible. It can be expanded to use more accessories and run larger more powerful programs.

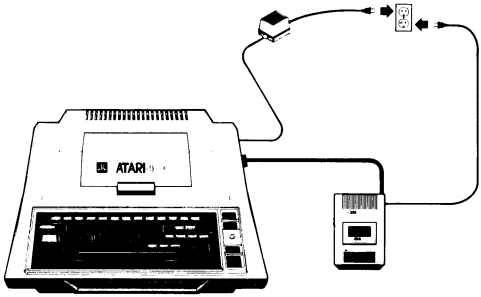
**11.** **Q.** Can I use all my ATARI 400 Computer programs with the ATARI 800 Computer?
**A.** Yes. All programs used with the ATARI 400 Computer may be used with the ATARI 800. But because the ATARI 800 Computer can be expanded to 48K RAM, some of the programs used with this computer may not be used with the ATARI 400 Computer.

The following illustrations show you how to connect The Basic Computer to these accessories . . .

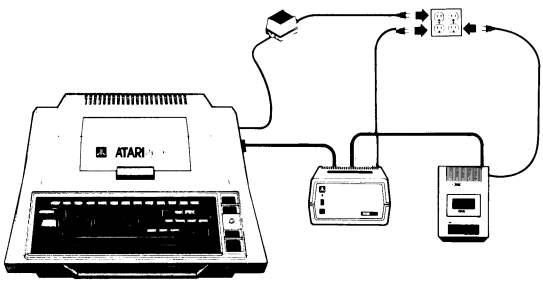
- the ATARI 410 Program Recorder
- the ATARI 820 40-Column Printer
- the ATARI 830 Acoustic Modem
- the ATARI 850 Interface Module

**Diagrams**

The ATARI 410 Program Recorder connects directly to The Basic Computer with its own data cord:

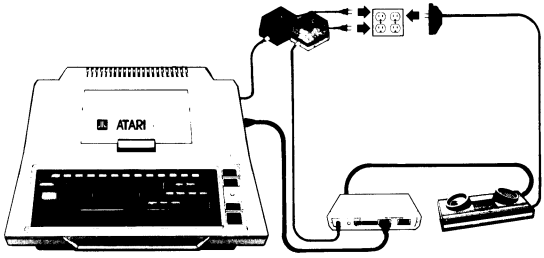



To add an ATARI 820 Printer to your system, use the I/O Data Cord (that comes with the printer) to connect it to The Basic Computer. If you want to use the ATARI 410 Program Recorder too, plug its data cord into the back of the ATARI 820 Printer.

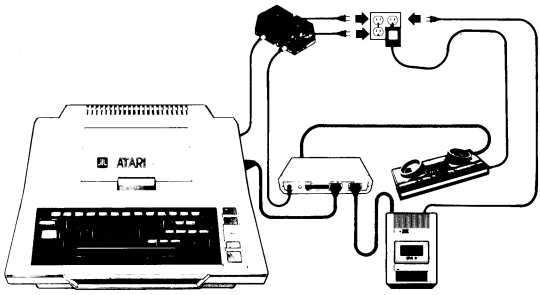



Note: For specific instructions on connecting a particular accessory to the computer, refer to the owner's guide included with that device.

If you want to use the ATARI 830 Acoustic Modem, connect The Basic Computer to the ATARI 850 Interface Module with the I/O data cord. Then plug the modem cable into the #1 serial interface port.




If you also want to use the ATARI 410 Program Recorder, or the ATARI 820 Printer, with this arrangement plug its data cord into the other I/O connector port on the interface module.




To use both the printer and the program recorder with this arrangement, connect the program recorder to the printer, and the printer to the interface module.

Should you encounter any problems, this is the section that will help you solve them.

Also included is a price worksheet listing the ATARI 400 Home Computer products with spaces for you to write down any of your store's special prices.

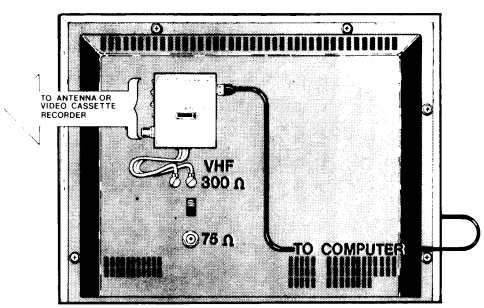
**Appendix**

## Problems You Might Encounter

If you're in the middle of a BASIC program and nothing is happening, did you remember to . . .

### Television Display Problems

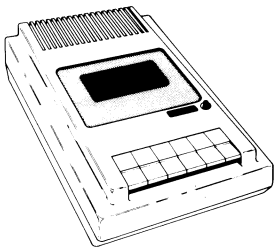
1. Check to see that the RF cable (the long thin black cord coming out of the **back** of the computer) is plugged into the switchbox at the back of the television, and the switch is set to "COMPUTER" or "GAME".

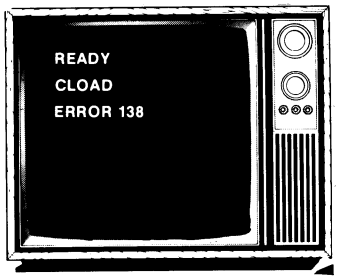



2. If you have a "75/300 ohm" switch on the back of your T.V., it should be switched to 300 ohms.

3. Make sure the channel 2/3 select switch **at the back of the computer** and the T.V. channel are set to the same channel. (Occasionally it is necessary to fine tune the T.V.)

## Cassette Problems






1. If you get an ERROR message (like ERROR 138 or ERROR 143) when loading a cassette program, REWIND the tape and try loading it again. Also, check the connection between the ATARI 400 Computer and the ATARI 410 Program Recorder.

2. ERROR 19 or ERROR 147 - Either of these two ERROR messages might appear if you try to load a program that is too large for the ATARI 400 Home Computer. Make sure the program you are loading does not require more than 16K of memory.

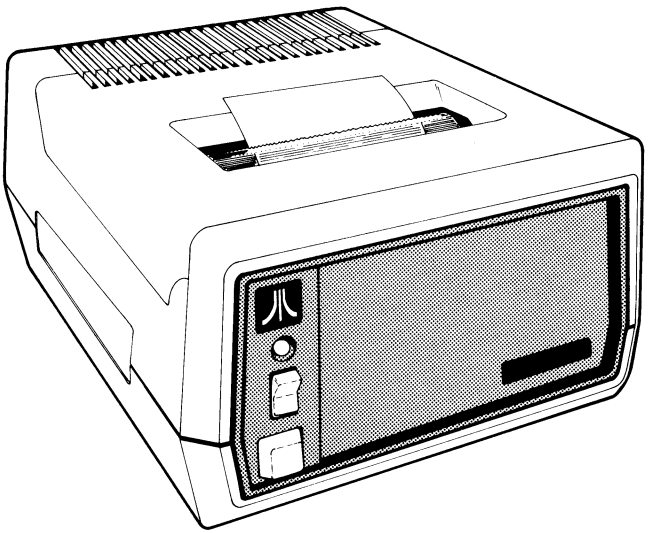
3. If you get an ERROR 19 or 147 when you load a program like States & Capitals and you have an ATARI 850 Interface Module in your system, turn it OFF.

## TeleLink Error Messages

1. If you get this type of error message when using a TeleLink 1 cartridge, make sure that the power on the ATARI 850 Interface Module is ON. The interface module should be turned ON before the computer.

2. Also check to see that all cables are properly connected. The cable connecting the ATARI 830 Acoustic Modem to the ATARI 850 Interface Module must be plugged into the #1 serial interface port on the back of the interface module. (There are 4 serial interface ports.)

## Printer Problems



1. ERROR 138 - Make sure that your ATARI 820 Printer is turned ON and that it is properly connected to the computer.

2. ERROR 130 or ERROR 132 - Make sure you are using the correct commands to list out something on the printer. To print out a BASIC program with the printer . . .

Type: LIST "P: **and press the RETURN key**

## ATARI Customer Relations

ATARI provides toll-free telephone numbers to put customers in touch with Consumer Product Service personnel. In addition to answering technical questions about ATARI Home Computers, ATARI Customer Relations can give the address of the nearest ATARI Factory Authorized Service Center.

**800-672-1404** (Inside California)
**800-538-8543** (Continental United States)

**Mailing Address:**
**ATARI Customer Relations**
**1312 Crossman Avenue**
**Sunnyvale, CA 94086**

ATARI maintains a network of ATARI Factory Authorized Service Centers, and ATARI Regional Service Centers in California, Illinois, New Jersey, and Texas

## APX Information

For your customers who would like to find out more about the ATARI Program Exchange, or order APX programs, the toll-free numbers are:

**800-672-1850** (Inside California)
**800-538-1862** (Continental United States)

## Warranty Information

ATARI extensively tests their Home Computer products at the factory to ensure that all ATARI Computer products are reliable. ATARI backs all Home Computer equipment with a 90-day limited warranty. The same warranty period applies to the media (i.e., cassette, diskette or cartridge) on which ATARI Home Computer programs are stored, but not to the programs themselves. These are distributed on an "as-is" basis (consult your warranty card for further information). The ATARI Home Computer Division reserves the right to make changes from time to time, without notice or obligation, in prices, specifications, colors and materials, and to change or discontinue models.

# PRICE WORKSHEET

| | | PRICES |
|---|---|---|
| ATARI 400 | The Basic Computer (16K RAM) | _____ |
| ATARI 410 | Program Recorder | _____ |
| ATARI 820 | 40-Column Impact Printer | _____ |
| ATARI 830 | Acoustic Modem | _____ |
| ATARI 850 | Interface Module | _____ |
| Paddle Controller Pair | | _____ |
| Joystick Controller Pair | | _____ |
| Joystick Controller Single | | _____ |
| Keyboard Controller Pair | | _____ |
| ATARI I/O Data Cord (5 feet) | | _____ |
| TV Switch Box | | _____ |
| Power Adapter | | _____ |
| ATARI BASIC, A Self-Teaching Guide (Wiley Book) | | _____ |
| ATARI BASIC Reference Manual | | _____ |
| THE ATARI CONNECTION | | _____ |
| ATARI Home Computer Product Catalog | | _____ |
| THE ENTERTAINER | | _____ |
| THE EDUCATOR | | _____ |
| THE PROGRAMMER | | _____ |
| THE COMMUNICATOR | | _____ |

**Use this worksheet to keep track of any sales or specials your store might have.**

**PRICES**

An Invitation to Programming 1 .....

An Invitation to Programming 2 .....

An Invitation to Programming 3 .....

Assembler Editor .....

Asteroids .....

ATARI BASIC .....

Basketball .....

Biorhythm .....

Blackjack .....

Computer Chess .....

Conversational French .....

Conversational German .....

Conversational Italian .....

Conversational Spanish .....

Energy Czar .....

European Countries & Capitals .....

Graph It .....

Hangman .....

Kingdom .....

Missile Command .....

Mortgage & Loan Analysis .....

Music Composer .....

ATARI PILOT (With "Turtle" Graphics) .....

SCRAM (A Nuclear Power Plant Simulation) .....

Space Invaders .....

Star Raiders .....

States & Capitals .....

Statistics I .....

Super Breakout .....

TeleLink 1 .....

3-D Tic-Tac-Toe .....

Touch Typing .....

Video Easel .....

We in the ATARI Home Computer Division feel that you are selling an excellent product, and hope that you enjoy learning about and selling the ATARI 400 Home Computer.
ATARI 400

A Warner Communications Company